

[0981] 7. Post IPO shares of game environment on virtual stock exchange at determined IPO share price

[0982] System 500 may be configured to create an initial public offering of a game environment based on the asset value of the game environment by performing steps such as:

[0983] 1. Determine Virtual Asset Value of Game Environment

[0984] 2. Determine that asset value requires IPO

[0985] 3. Output announcement that game environment will IPO

[0986] 4. Post IPO shares of game environment on virtual stock exchange

[0987] System 500 may be configured to allow a player character to become eligible to create a game environment by performing steps such as:

[0988] 1. Retrieve a player resume

[0989] 2. Determine if resume qualifies to create a game environment based on qualification rules and conditions

[0990] 3. Flag resume as qualifying and output notice to player character that he is eligible to create and manage a game environment

[0991] System 500 may be configured to determine the percentage ownership of shares of a player character based on asset value by performing steps such as:

[0992] 1. Determine a total virtual asset value for a game environment based on virtual assets and valuation rules and conditions

[0993] 2. Generate a percentage ownership of the total virtual asset value for each player character based on the virtual assets of the game environment they own

[0994] 3. Convert virtual asset ownership into share ownership of the game environment for each player character

[0995] 4. Notify player character of asset conversion

[0996] System 500 may be configured to create a virtual item blueprint by performing steps such as:

[0997] 1. Receive a virtual item blueprint including: the size, shape, virtual resources, virtual materials, and virtual items necessary to create an item

[0998] 2. Determine skills necessary to assemble item based on blueprint specifications

[0999] 3. Store blueprint with skills required to assemble and item from the blueprint.

[1000] System 500 may be configured to allow a player character to register a blueprint with a patent office by performing steps such as:

[1001] 1. Receive a request to register a blueprint, including blueprint specifications, a field of use, a player character inventor, a virtual fee to use a blueprint to assemble and item, and a creation date

[1002] 2. Generate a list of existing registered blueprints that are similar to the blueprint

[1003] 3. Determine if blueprint is too similar to existing blueprints.

[1004] 4. If blueprint is too similar, output similar blueprints and blueprint to patent examiner player character for review

[1005] 5. Receive opinion from patent examiner player character that blueprint is unique

[1006] 6. Create blueprint registration number

[1007] 7. Issue patent on blueprint Or

[1008] 8. If blueprint is not too similar

[1009] 9. Create blueprint registration number

[1010] 10. Issue patent on blueprint

[1011] 11. System 500 may be configured to Patent Expiration

[1012] 12. Determine that a patent on a blueprint has reached its expiration date

[1013] 13. Expire patent

[1014] 14. Notify patent holder and licensees that patent has expired.

[1015] System 500 may be configured to charge royalties for blueprint use by performing steps such as:

[1016] 1. Receive a request to assemble an item from a blueprint from a player

[1017] 2. Generate or retrieve a fee to assemble an item from a blueprint

[1018] 3. Output fee

[1019] 4. Receive acceptance of fee

[1020] 5. Issue one time use virtual blueprint to player.

[1021] 6. Receive indication that blueprint has been used

[1022] 7. Charge usage fee to player

[1023] 8. Transmit fee, less applicable commission, to the account of the player character who owns a patent on the blueprint

[1024] System 500 may be configured to charge taxes on exchange transactions by performing steps such as:

[1025] 1. Receive an indication that an item has been exchanged from one game environment to another

[1026] 2. Determine a tax fee based on rules and conditions

[1027] 3. Apply tax fee to transaction

[1028] System 500 may be configured to allow a player character to create a virtual resume by performing steps such as:

[1029] 1. Receive a play log of a character associated with a player

[1030] 2. Store log with player profile

[1031] 3. Establish resume credentials based on log

[1032] 4. Store credentials with resume

[1033] System 500 may be configured to review a virtual resume to allow for character creation by performing steps such as:

[1034] 1. Receive a request to create a character in a game environment from a player

[1035] 2. Retrieve resume of player

[1036] 3. Determine character settings based on resume and game environment, including player starting skills, residence, family, game environment stock option quantity, game environment stock option strike price, game environment stock, virtual loan amount, virtual loan interest, entry experience level, etc.

[1037] 4. Output settings

[1038] 5. Receive acceptance of settings

[1039] 6. Create character for player in game environment

[1040] System 500 may be configured to allow a player character to exercise stock options by performing steps such as:

[1041] 1. Receive a request to exercise a virtual stock option of a game environment

[1042] 2. Determine if request is possible based on exercise conditions

[1043] 3. If request is possible, determine a virtual cash amount due based on exercise price of option.

[1044] 4. Output amount due